



Embedded Software: Opportunities and Challenges

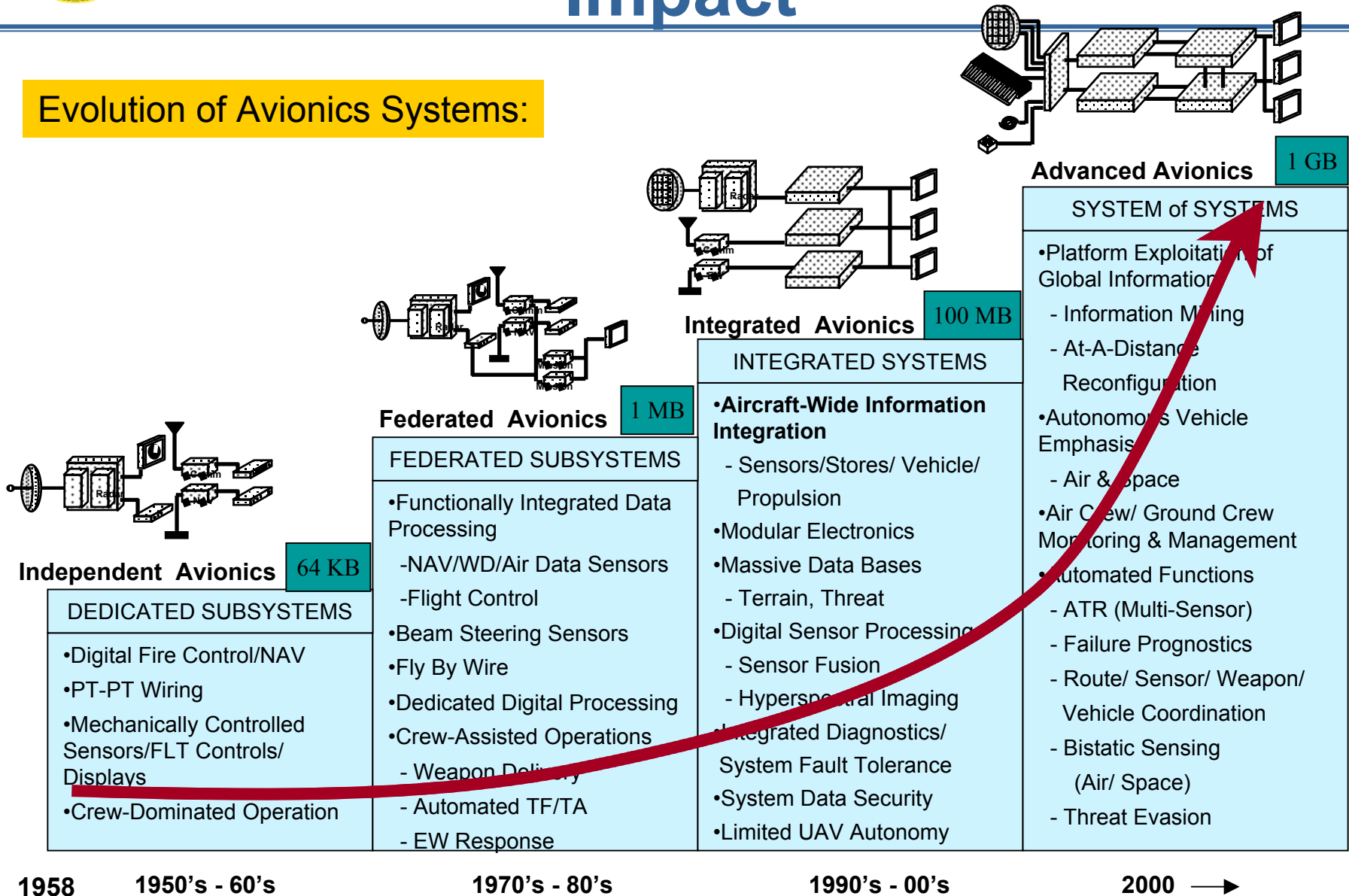
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Embedded Software: Depth of Impact



Evolution of Avionics Systems:





Embedded Software: Breadth of Impact



- ◆ ***DoD (from avionics to micro-robots)***
 - *Essential source of new capabilities*
 - *Largest, most complex systems*
- ◆ ***Automotive (drive-by-wire)***
 - *Key competitive element in the future*
 - *Increasing interest but low risk taking*
- ◆ ***Consumer Electronics (from mobile phones to TVs)***
 - *Problem is generally simpler*
 - *US industry is strongly challenged*
- ◆ ***Plant Automation Systems***
 - *Limited market growth, conservative approach*



Overview



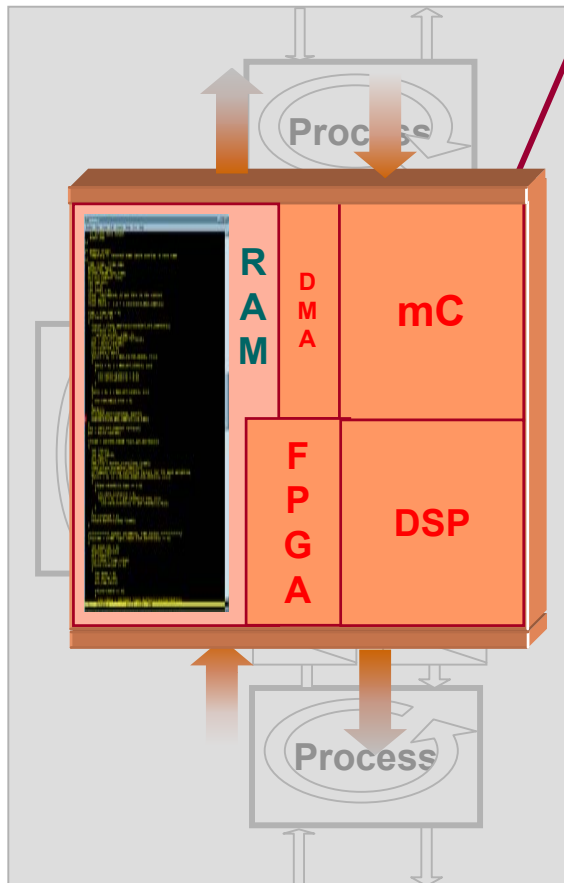
<div>Impacts</div> <div>Unique Challenges</div>	Development Environments			Execution Frameworks
	Representation	Verification and Validation	Synthesis and Generation	
Physicality	Languages System-Level Modeling - Domain Specific - Aspect-Oriented	Integrated Modeling - Hybrid modeling - Model integration	Generative Programming - Model-based - Multi-target - Meta-generators	Models of Computation - RT support for hybrid MOC-s - Integrated software/system frameworks
Constrains and Change	Modeling Tools - Meta-programmable - Consistency management	Analysis, Synthesis and Application Generation - New hybrid analysis - Constraint-based synthesis - Open tool integration frameworks		Adaptive execution frameworks, middleware - Decoupling via over-design - Embeddable synthesis and generation - Reflection and runtime adaptation - Probabilistic models
Variable Structure	Design Frameworks - Property guarantees by frameworks - Orthogonalization by over-design		Framework Composition - Middleware for coordination - Customization	



Theme 1: Physicality



Embedded software: defines physical behavior of a complex nonlinear device



Embedded System: a physical process with dynamic, fault, noise, reliability, power, size characteristics

Embedded Software: designed to meet required physical characteristics

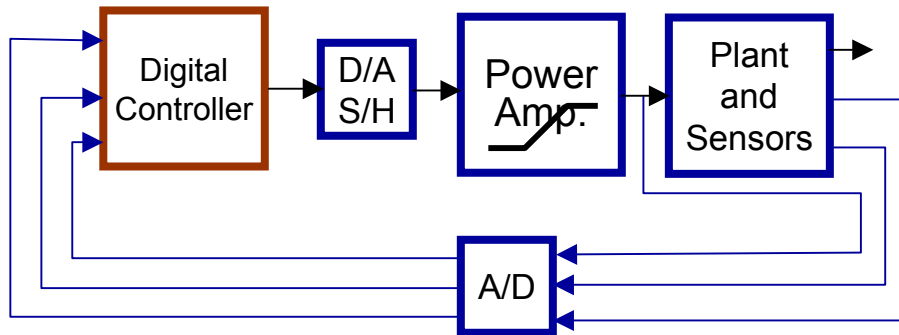
Primary challenge: How to design software to achieve required **physical** behavior?



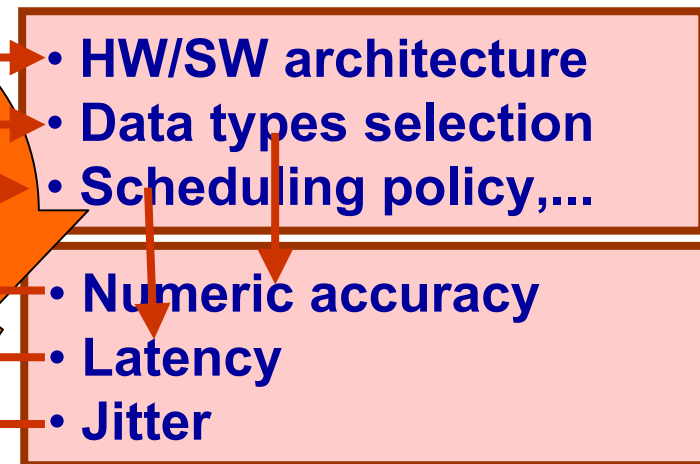
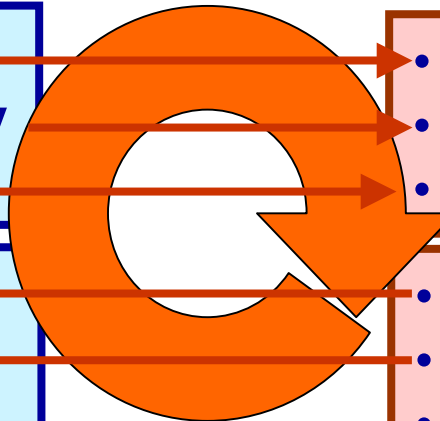
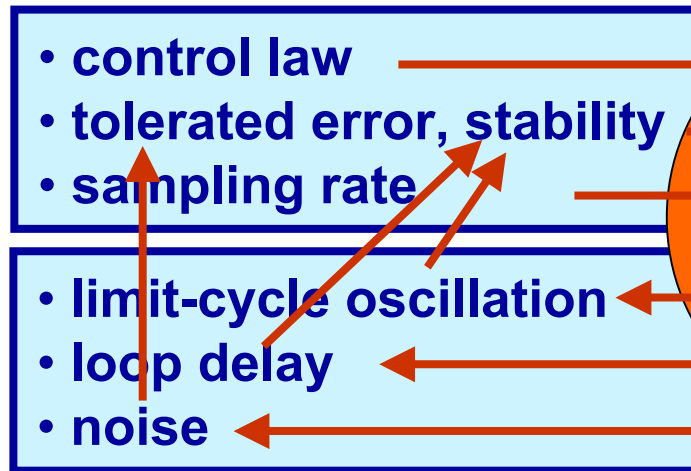
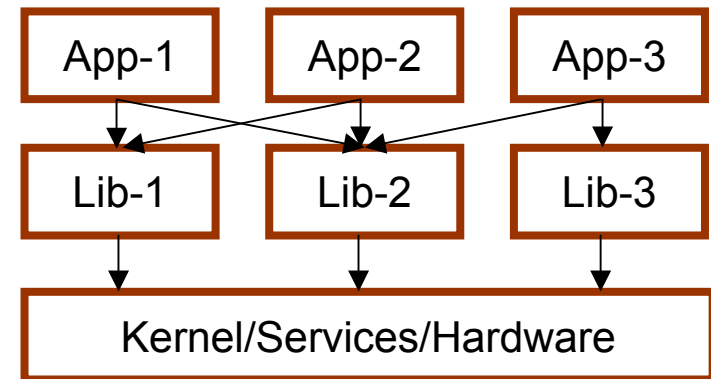
Interactions, interactions,...



Controller Dynamics



Embedded Software

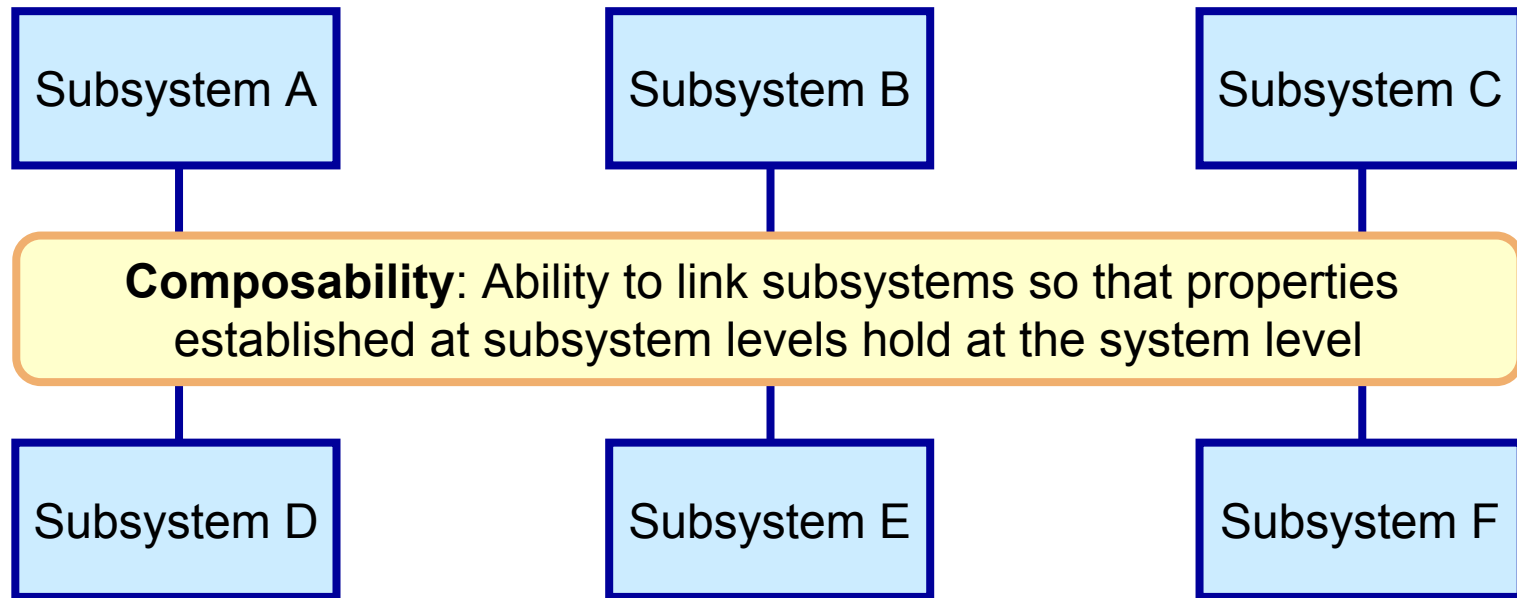




Why Is this a Problem?



We have focused on functional composition...



But cross-cutting physical constraints weaken or destroy composability

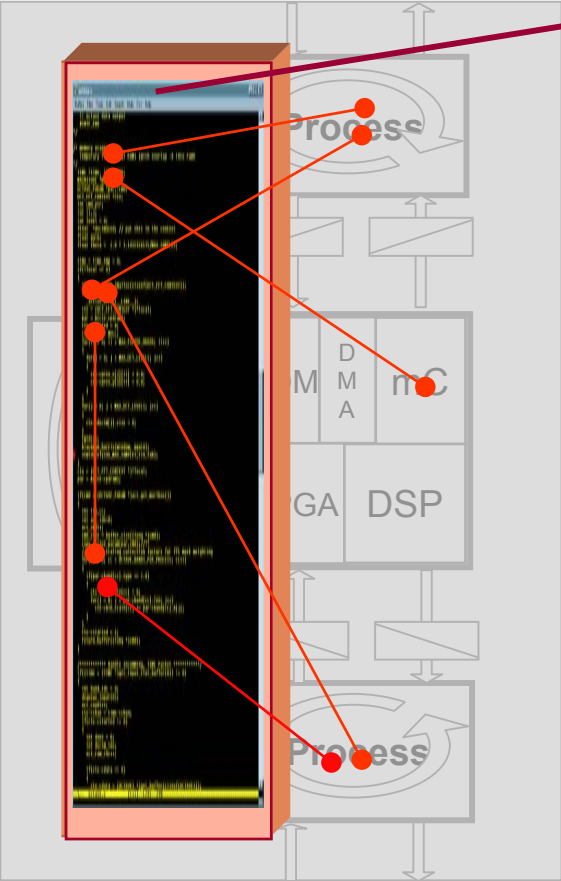




Theme 2: Constraints and Change



Source of change: environment, requirements



Hard Problem: system-wide constraints accumulate in software

Effects of changes need to be propagated by tracking constraints

**Flexibility is essentially a
SYSTEM-WIDE CONSTRAINT
MANAGEMENT PROBLEM**





Theme 3: Dealing With Dynamic Structures



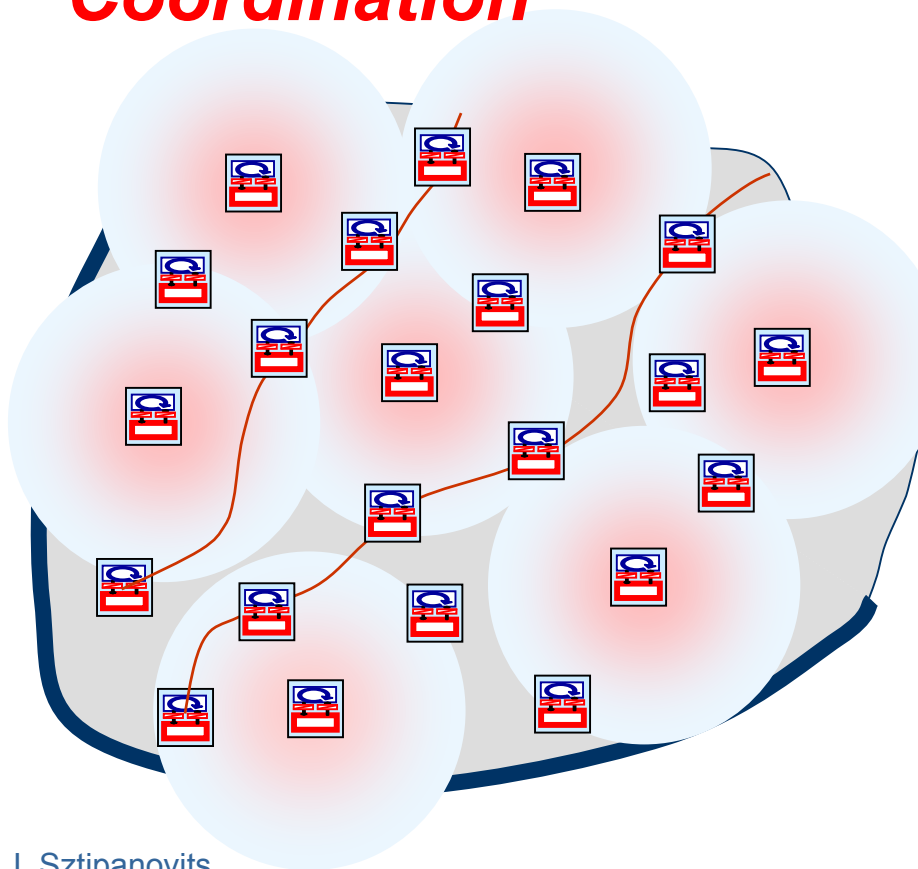
A new category of systems:

**Embedding +
Distribution +
Coordination**

LARGE number of tightly integrated, spatially distributed physical and information system components with reconfigurable interconnection.

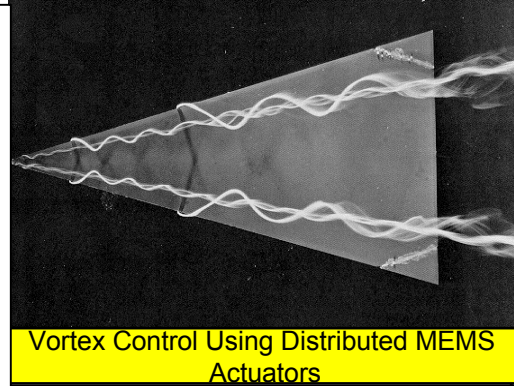
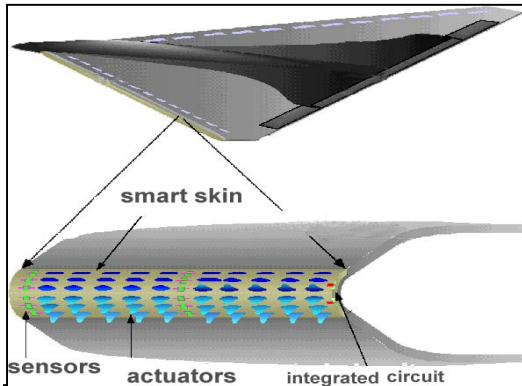
Why should we work on this?

- Tremendous progress in MEMS, photonics, communication technology: **we need to build systems now from these.**
- Identified applications with **very high ROI: strong application pull**
- **Almost total lack of design theory technology: the problem is extremely hard.**



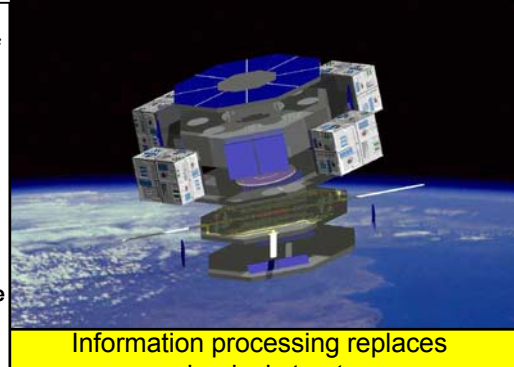
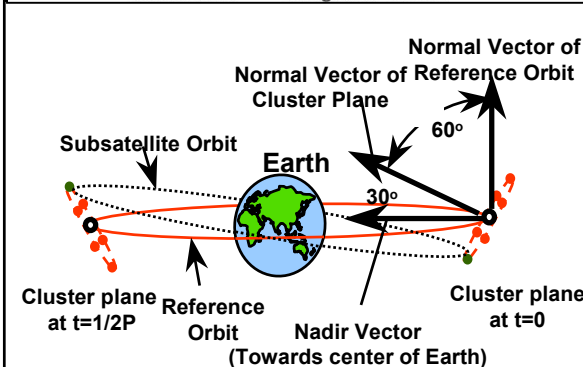


Networked Embedded Systems: Examples



MEMS Actuators for Vortex Control (UCLA, CalTech)

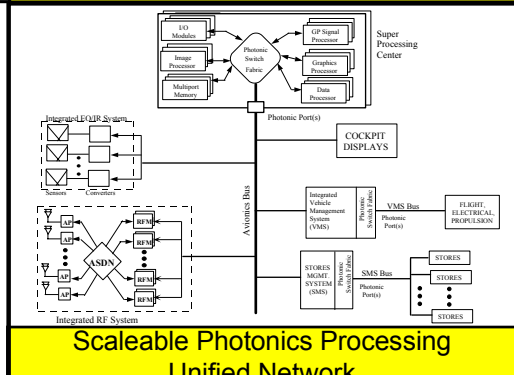
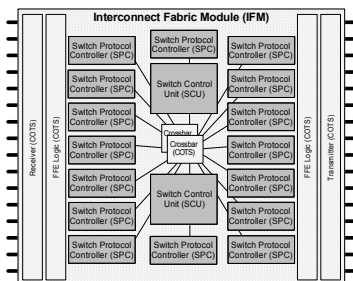
- Number of nodes: 10^4
- Loop frequency: 1 KHz
- Coordination frequency: 10Hz
- Geometric size: 30m



Pico Satellite Constellations (Aerospace Corporation)

- Number of nodes: $10^2 - 10^3$
- Loop frequency: 1-2 KHz
- Coordination frequency: 1Hz
- Geometric size: 1-1000km

Key Integrating Element: Interconnect Fabric Element (IFM)

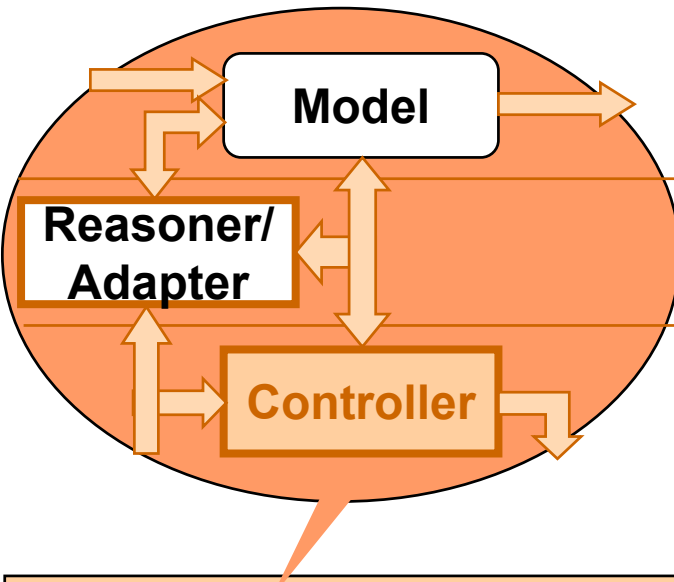


Unified Processing Network For Avionics

- Processing nodes: $> 3 \times 10^3$
- Link Bandwidth: 2GHz
- Aggregate Bandwidth: $> 10^{12}$
- Industry Standard Protocol



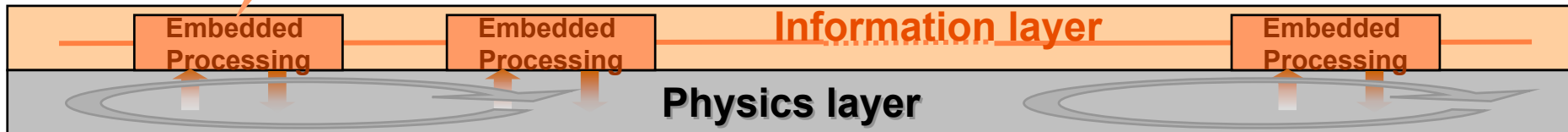
Need: Middleware for Coordination and Distribution



Model: Locally and globally relevant information for global coordination

Reasoner/Adapter: Adaptation of local structure and parameters, coordination

Controller: Discrete or hybrid control of local physics



Distribution:

- heterogeneous, simple components (10^2 - 10^5)
- changing interconnection topology
- **embedded synthesis** for dynamic distribution, reconfiguration

Coordination:

- global **coordination** of local interactions
- consistency of globally relevant information
- requirements are determined by locality of physics





DARPA Embedded Software Program Suite



- 1. Software Enabled Control
FY99-03**
- 2. Model-Based Integration of Embedded Software
FY00-04**
- 3. Program Composition of Embedded Software
FY00-04**
- 4. Networked Embedded Software Technology
FY01-05**



Future of Embedded Software



- One of the fundamentally new, tremendously expanding areas of computing.
- (a) No matter which walk of life you choose, you end up writing software...
(b) No matter how great computer scientist you are - if you do embedded software – you will not get away without learning physics and engineering.
- Answering the challenges requires nothing less than the re-integration of physical and information sciences.



Thematic Areas for ITO

